Computer Games & Viz:

If you can't beat them, join them.

Panelists:

- Theresa-Marie Rhyne
- Peter Doenges
- Bill Hibbard
- Hanspeter Pfister
- Nate Robins
- Chris Hecker

How do trends and advances in computer games impact the scientific & information visualization community?

How are visualization displays and paradigms influenced by interactive user interfaces & visual metaphors of game design?

Screen Shot from “Virtual U”: a simulation game

Virtual U simulates building and managing a University or College.
Image shown courtesy of the Virtual-U team,
http://www.virtual-u.org

Urban Planning Visualization influenced by Computer Games

Image courtesy of Andy Smith of the Centre for Advance Spatial Analysis at the University College London, (http://www.casa.ucl.ac.uk/public/meta.htm).

Are 3D visual thinking and visualization hindered or enhanced by 3D computer games?

Chemistry Visualization influenced by 3D Game Design

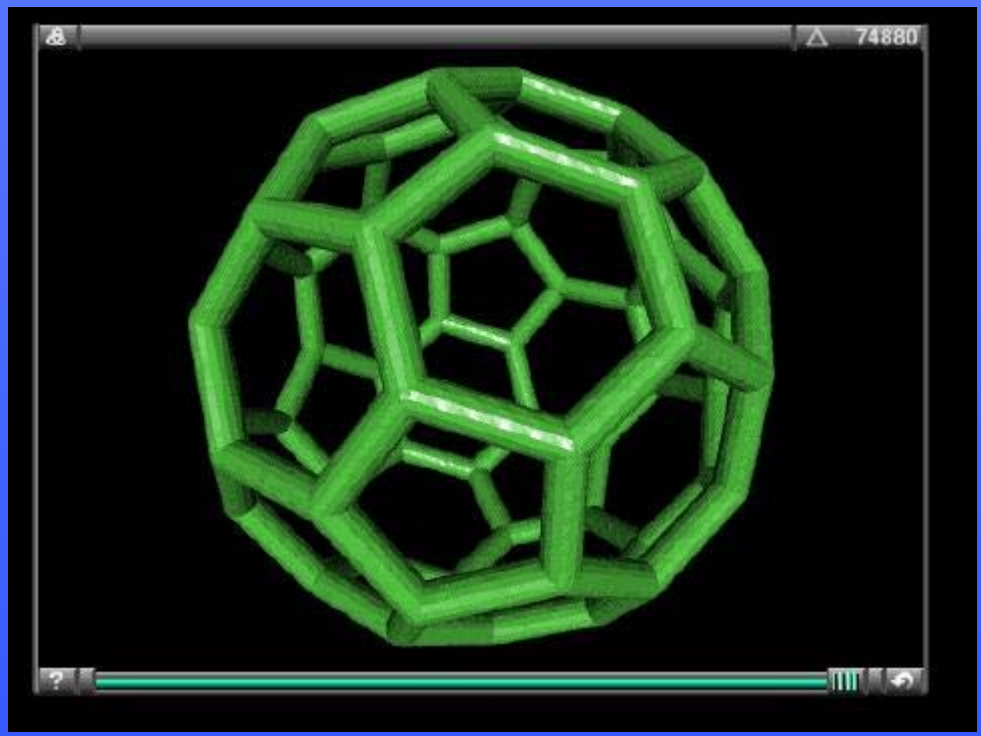

Image shown courtesy of Shawn Sapp, Colorado State University, (http://lamar.colostate.edu/%7Esasapp/metamol-gallery.html).

To what extent are visualization requirements altered by computer games driven enhancements to major APIs?

How do games' short release cycles impact driver stability and completeness of driver implementations with regard to visualization criteria?

Will a computer games focus result in a lack of advanced rendering features that could stifle visualization research?

Is there a conflict

between the acceptable

levels of accuracy
& quality of artifacts

between game development

versus scientific & information visualization?

Will the rapid pace

associated with computer games development be

compatible or in conflict with

the requirements of the visualization community?

Will the computer games arena provide the funding & research to improve graphics performance for the computer graphics field in general & visualization specifically?